WHAT IS CLAIMED IS:

1. A game control progression method for a video game, comprising:

placing items indicating positions of generation of events within a map in which a character can be moved, in response to operation input;

storing positional information indicating the position where an item was positioned within said map each time an item is positioned;

moving said character within said map in response to operation input;

determining when said character moves to a position within said map where an item is positioned, the contents of an event to occur at the position where said character has moved according to the item obtained from said stored positional information and the positional relationship with other items; and

progressing said determined event.

2. The game progression control method according to claim 1, wherein said determining of event contents further comprises determining values indicating the fighting capabilities of each character in a fight event between characters.

3. The game progression control method according to claim 1, wherein said determining of event contents further comprises determining the contents of an event to occur at the position where said character has moved according to the data of the item at the position where the character has moved, and the data of other items adjacent to said item.

4. The game progression control method according to claim 1, wherein

said storing of positional information further comprises storing positional information of the position where an item has been placed within said map along with the order of placement thereof each time an item is placed;

and said determining of event contents further comprises determining the contents of an event to occur at the position where said character has moved according to the positional relationship between the item at the position where the character has moved and the item which was placed first.

5. A computer program embodied on a computer-readable storage medium for controlling game progression of a video game, said program comprising:

placing items indicating positions of generation of events within a map in which characters can be moved, in response to operation input;

storing positional information describing the position where an item was positioned within said map each time an item is positioned;

moving said character within said map in response to operation input;

determining the contents of an event to occur at the position where said character has moved according to the item obtained from said stored positional information and a positional relationship with other items, in the event that said character moves to a position within said map where an item is positioned; and

progressing with said determined event.

6. The computer program according to claim 5, wherein said determining of event contents further comprises determining values indicating the fighting capabilities of each character in a fight event between characters.

7. The computer program according to claim 5, wherein said determining of event contents further comprises determining the contents of an event to occur at the position where said character has moved according to the data of the item at the position where the character has moved, and the data of other items adjacent to said item.

8. The computer program according to claim 5, wherein

said storing of positional information further comprises storing positional information describing the position where an item has been placed within said map along with the order of placement thereof each time an item is placed;

and said determining of event contents further comprises determining the contents of an event to occur at the position where said character has moved according to the positional relationship between the item at the position where the character has moved and the item which was placed first.

9. A game apparatus, comprising:

a computer for controlling game progression; and

a storage medium recording programs for controlling game progression of a video game with said computer, wherein said programs cause a computer to perform the following:

placing items indicating positions of generation of events within a map in which characters can be moved, in response to operation input;

storing positional information of the position where an item was positioned within said map each time an item is positioned;

moving said character within said map in response to operation input;

determining the contents of an event to occur at the position to which said character has moved according to the item obtained from said stored positional information and the positional relation with other items, in the event that said character moves to a position within said map where an item is positioned; and

progressing with said determined event.